

WHAT IS CLAIMED IS:

1. A gaming system comprising:
 - a data network, wherein the data network is comprised of at least one logical segment, wherein at least one logical segment is a closed-loop network;
 - a host gaming device connected to the data network, the gaming device configured to execute at least one game wherein the host gaming device is in a location approved by a gaming agency;
 - a plurality of remote player devices connected to the closed-loop network; and
 - a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device and on each of the plurality of remote player devices,

wherein the plurality of remote player devices are each configured to receive game information provided by the host gaming device, and

wherein the host gaming device is configured to provide game information to a predetermined number of permitted remote player devices.
2. A gaming system comprising:
 - a data network;
 - a host gaming device connected to the data network, the gaming device configured to execute at least one game; and
 - a plurality of remote player devices connected to the data network,

wherein the plurality of remote player devices are each configured to receive game information provided by the host gaming device,

wherein the host gaming device is configured to provide game information to a predetermined number of permitted remote player devices, and

wherein at least one of the plurality of remote player devices is permitted based upon, at least in part, the geographic location of the remote player device.
3. The system of Claim 2, wherein the predetermined number is determined by a gaming agency.
4. The system of Claim 2, wherein at least one of the plurality of remote player devices is permitted based upon, at least in part, an age of a user of the remote player device.

5. The system of Claim 2, wherein the data network is, at least in part, the Internet.
6. The system of Claim 2, wherein the data network is comprised of at least one logical segment.
7. The system of Claim 6, wherein at least one logical segment is a closed-loop network.
8. The system of Claim 6, wherein the host gaming device is configured to identify the geographic location of a remote player device based, at least in part, on a logical segment corresponding to the remote player device.
9. The system of Claim 2, wherein the host gaming device is configured to identify the geographic location of a remote player device based, at least in part, on information provided by a mobile communications network.
10. The system of Claim 2, wherein the host gaming device is configured to identify the geographic location of a remote player device based, at least in part, on information provided by a GPS device.
11. The system of Claim 2, wherein the data network is, at least in part, the casino intranet.
12. The system of Claim 2, wherein the data network is, at least in part, the hotel intranet.
13. The system of Claim 2, wherein the data network is, at least in part, a wireless network.
14. The system of Claim 2, wherein the host gaming device is in a location approved by a gaming agency.
15. The system of Claim 2, wherein the host gaming device includes at least one game control configured to provide local use.
16. The system of Claim 15, wherein the host gaming device is configured to disable local use when the host gaming device is providing game information to a remote player device.
17. The system of Claim 2, wherein each of the remote player devices is in a location approved by a gaming agency.

18. The system of Claim 2, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device.
19. The system of Claim 2, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on each of the plurality of remote player devices.
20. The system of Claim 2, wherein the gaming information is, at least in part, software.
21. The system of Claim 2, wherein at least one remote player device is coupled to a credential device configured to receive information relating to a user of the remote player device.
22. The system of Claim 21, wherein the information relating to the user is an age of the user.
23. The system of Claim 21, wherein the information relating to a user is a password that is input by the user.
24. The system of Claim 21, wherein the credential device is an input device configured to receive a password from the user.
25. The system of Claim 21, wherein the credential device is a smart card reader.
26. The system of Claim 21, wherein the credential device is a biometric device.
27. The system of Claim 28, wherein the biometric device is a fingerprint reader.
28. The system of Claim 21, further comprising: a database configured to provide information associated with each of a plurality of users of the gaming system.
29. The system of Claim 28, wherein the information associated with a user includes a password.
30. The system of Claim 28, wherein the information associated with a user includes an age of the user.
31. The system of Claim 28, wherein the information associated with a user includes information relating to a fingerprint of the user.
32. The system of Claim 2, wherein the host gaming device is configured to encrypt the game information.

33. The system of Claim 2, wherein the game information is provided via a public email system.

34. The system of Claim 2, wherein the game information is provided via a private email system.

35. The system of Claim 2, wherein the game information is provided through a public messaging system.

36. The system of Claim 2, wherein the game information is provided through a private messaging system.

37. A gaming system comprising:

a data network;

a host gaming device in a location approved by a gaming agency connected to the data network, the gaming device configured to execute at least one game; and

a plurality of remote player devices connected to the data network.

wherein the plurality of remote player devices are each configured to receive game information provided by the host gaming device, and

wherein the host gaming device is configured to disable local use of the gaming device when providing game information to the remote player devices.

38. The system of Claim 37, further comprising:

a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device.

39. The system of Claim 37, further comprising:

a central gaming controller configured to create an auditable record of gaming transactions on each of the plurality of remote player devices.

40. The system of Claim 37, wherein the host gaming device is configured to allow no more than a predetermined number of remote player devices to concurrently receive game information provided by the host gaming device.

41. A gaming system comprising:

gaming means for executing at least one game, the game providing game information during execution;

- local access means for providing local access to the game information for a user in a location approved by a gaming agency;
- player means for receiving game information, presenting game information and providing at least one game control;
- means for providing the game information over a data network to a predetermined number of receiving means;
- means for determining the location of the receiving means; and
- means for disabling the local access means.
42. The system of Claim 41, further comprising:
- a means for creating an auditable record of gaming transactions on the gaming means.
43. The system of Claim 41, further comprising:
- a means for creating an auditable record of gaming transactions on the playing means.
44. The system of Claim 41, wherein the predetermined number is determined by a gaming agency.
45. The system of Claim 41, further comprising:
- means for receiving information associated with a user of the gaming system.
46. The system of Claim 45, wherein the information associated with the user includes the age of the user.
47. The system of Claim 45, wherein the means for receiving information associated with a user is a smart card reader.
48. The system of Claim 45, wherein the means for receiving information associated with a user is a biometric identity device.
49. The system of Claim 45, wherein the means for receiving information associated with a user is a keyboard configured to receive a password.
50. The system of Claim 45, wherein the user information includes, at least, a credential for authentication of the user.
51. The system of Claim 50, further comprising:

means for authenticating the credential coupled to means for limiting access to the gaming system.

52. A method of remotely accessing a host gaming device on a remote player device comprising:

establishing access to the host gaming device from the remote player device through a data network;

receiving gaming related information from the host gaming device through the data network;

presenting the gaming related information to a player;

receiving at least one control signal from the player;

sending the control signal to the host gaming device through the data network;

and

disabling local use of the host gaming device.

53. The method of Claim 52, further comprising:

recording each gaming transaction occurring on the remote player device.

54. The method of Claim 52, further comprising:

providing a geographic location of the remote player device.

55. The method of Claim 52, further comprising:

providing information relating to a user of the remote player device to the gaming device.

56. The method of Claim 55, wherein the information relating to a user includes, at least, the age of the user.

57. The method of Claim 52, further comprising:

allowing no more than a predetermined number of remote player devices to concurrently establish a gaming session on the gaming device.

58. A method of providing remote access to a host gaming device comprising:

verifying a geographic location of a remote player device;

establishing a gaming session on a host gaming device from a remote player device through a data network;

receiving at least one control signal from the remote player device through the data network;

sending gaming related information from the gaming device through the data network;

59. The method of Claim 58, further comprising:

recording each gaming transaction occurring on the host gaming device.

60. The method of Claim 58, further comprising:

receiving information relating to a user of the remote player device on the gaming device.

61. The method of Claim 60, wherein the information relating to a user includes, at least, the age of the user.

62. The method of Claim 58, further comprising:

disabling local access to the gaming device.

63. The method of Claim 58, further comprising:

allowing no more than a predetermined number of remote player devices to concurrently establish a gaming session on the gaming device.

64. A method of resuming an interrupted gaming session on a first host gaming device comprising:

generating a gaming state of the gaming session on the first gaming device;

encrypting the gaming state;

transporting the encrypted gaming state from the first gaming device;

transporting the encrypted gaming state to a second gaming device;

decrypting the gaming state on the second gaming device; and

loading the game state into a second gaming device to resume the gaming session.

65. A gaming system comprising:

a data network;

a first host gaming device connected to the data network, the gaming device configured to:

execute at least one game,

generate a gaming state based on execution of at least one game;
encrypt the gaming state; and
send the encrypted gaming state over the data network;
a second host gaming device connected to the data network, the gaming device configured to:

receive the encrypted gaming state over the data network;
decrypt the gaming state;
resume executing at least one game from the gaming state; and
a plurality of remote player devices connected to the data network,
wherein the plurality of remote player devices are each configured to receive game information provided by the host gaming device.

66. The system of Claim 65, wherein the remote player devices are each configured to receive an encrypted gaming state from a first gaming device over the data network and to send the encrypted gaming state to the second gaming device.

67. The system of Claim 66, wherein the first gaming device is the second gaming device.

68. The system of Claim 65, wherein the second gaming device is configured to receive an encrypted gaming state from a first gaming device over the data network.

69. The system of Claim 65, wherein the gaming state includes user payment information.

70. The system of Claim 65, wherein the gaming state includes gaming machine payout information.

71. The system of Claim 65, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device.

72. The system of Claim 65, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on each of the plurality of remote player devices.

73. A gaming system comprising:
means for executing at least one game;

means for generating a gaming state based on execution of at least one game;
means for encrypting the gaming state;
means for sending the encrypted gaming state;
means for receiving the encrypted gaming state;
means for decrypting the gaming state; and
means for resuming executing at least one game from the gaming state.

74. The system of Claim 73, wherein the gaming state includes user payment information.

75. The system of Claim 73, wherein the gaming state includes gaming machine payout information.

76. The system of Claim 73, further comprising:
a means for creating an auditable record of gaming transactions on the host gaming device.

77. The system of Claim 73, further comprising:
a means for creating an auditable record of gaming transactions on each of the plurality of remote player devices.

78. A method of authenticating a user of a host gaming device comprising:
receiving a security certificate from the smart card;
sending the security certificate to a certificate authority for authentication;
receiving an authentication reply from the authority; and
playing a game in response to the authentication reply.

79. A method of authenticating a user of a remote player device comprising:
receiving an indicia of identity for a user;
sending the indicia of identity to an authenticator device;
receiving an authentication reply from the authenticator device; and
authorizing use of a host gaming device based on the indicia of identity

80. The method of Claim 79, wherein the indicia of identity for a user is provided by a biometric identity device.

81. The method of Claim 79, wherein the indicia of identity for a user is provided by a password input by the user.

82. The method of Claim 79, wherein the indicia of identity for a user is provided by a smart card.

83. A gaming system comprising:
a data network;
a host gaming device interfaced to the data network;
a plurality of remote player devices interfaced to the data network; and
a security device configured to provide player credentials to at least one remote player device,

wherein the plurality of remote player devices are each configured to receive game information provided by the host gaming device,

wherein the host gaming device is configured to provide game information to a predetermined number of permitted remote player devices, and

wherein at least one of the plurality of remote player devices is permitted based upon, at least in part, on player credentials provided by the security device.

84. The system of Claim 83, wherein the security device is a smart card reader.

85. The system of Claim 83, wherein the security device is a biometric device.

86. The system of Claim 83, wherein the security device is an input device.

87. The system of Claim 86, wherein the player credentials are, at least in part, a password.

88. The system of Claim 83, wherein the remote player device is authorized to receive game information provided by the host gaming device based, in part, on the player credentials.

89. The system of Claim 83, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device.

90. The system of Claim 83, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on each of the plurality of remote player devices.

91. A method of remotely accessing a gaming device comprising:

establishing a gaming session on a gaming device for a remote player device through a data network;

sending gaming related information from the gaming device through the data network;

receiving at least one control signal from the remote player device through the data network.

creating an auditable gaming session record representing each gaming transaction of a gaming session on the host gaming device;

creating an auditable gaming session record representing each gaming transaction of a gaming session on the remote gaming device; and

sending the record to a third party through the data network.

92. The method of Claim 91 wherein the third party is a gaming authority.

93. A gaming system comprising:

a data network comprised of a plurality of logical segments wherein a security policy controls the flow of data between logical segments;

a host gaming device connected to the data network, the gaming device configured to execute at least one game; and

a plurality of remote player devices connected to the data network,

wherein the plurality of remote player devices are each configured to receive game information provided by the host gaming device, and

wherein the plurality of remote player devices are each configured to control a gaming session established on the gaming device subject to the security policy wherein the security policy is based, at least in part, on the geographic location of a logical segment.

94. The system of Claim 93, further comprising:

a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device.

95. The system of Claim 93, further comprising:

a central gaming controller configured to create an auditable record of gaming transactions on each of the plurality of remote player devices.

96. A gaming system comprising:
a data network;
a promotional message server configured to provide customized promotional messages wherein each message is customized with information associated with a user of the gaming system;
a host gaming device interfaced to the data network; and
a plurality of remote player devices interfaced to the data network,
wherein the plurality of remote player devices are each configured to receive game information provided by the host gaming device and to receive and present promotional messages.
97. The system of Claim 96, wherein the remote player devices are in a location approved by a gaming agency.
98. The system of Claim 96, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device.
99. The system of Claim 96, further comprising:
a central gaming controller configured to create an auditable record of gaming transactions on each of the plurality of remote player devices.
100. The system of Claim 96, wherein promotional message are comprised of bonus information.
101. The system of Claim 96, wherein promotional message are comprised of jackpot information.
102. The system of Claim 96, further comprising: at least one database configured to provide information associated with a plurality of users of the gaming system.
103. The system of Claim 96, wherein each of the plurality of remote game devices is associated with a user.
104. The system of Claim 96, further comprising a smart card reader configured to provide information associated with a user of the gaming system.
105. The system of Claim 102, wherein the database is configured to provide information which forms, at least in part, the content of the promotional message.

106. The system of Claim 96, wherein each of the plurality of remote player devices is configured to receive and present the promotional message in conjunction with game information provided by the host gaming device.

107. The system of Claim 106, wherein each of the plurality of remote player devices is configured to present the promotional message for an amount of time.

108. The system of Claim 106, wherein the amount of time is based, at least, in part on information associated with the promotional message.

109. The system of Claim 102, wherein the database is configured to provide information which comprises, at least in part, the content of the promotional message.

110. The system of Claim 96, wherein the promotional messages are transported via an instant messaging system.

111. The system of Claim 96, wherein the promotional messages are transported via an email system.

112. A method of displaying information on a remote player device comprising:
receiving a promotional message on a remote player device;
presenting the promotional message in conjunction with gaming information for an amount of time; and
removing the promotional message from the remote player device.

113. The method of Claim 112, further comprising
calculating the amount of time based, at least in part, on information associated with the promotional message.

114. A gaming system comprising:
means for data communication;
means for executing at least one game;
means for providing game information over the data network to a predetermined number of receiving means; and
a plurality of means for receiving game information over the data communication means, each coupled to a means for receiving customized promotional messages.

115. The method of Claim 114, further comprising:

- means for presenting customized promotional messages in conjunction with game information.
116. The method of Claim 114, further comprising:
means for sending promotional messages.
117. The method of Claim 114, further comprising:
means for providing data used to select which players receive customized promotional messages.
118. The method of Claim 114, further comprising:
means for providing data which forms, at least in part, the content of promotional messages.
119. The system of Claim 114, further comprising:
a means for creating an auditable record of gaming transactions on the host gaming device.
120. The system of Claim 114, further comprising:
a means for creating an auditable record of gaming transactions on each of the plurality of remote player devices.
121. A gaming system comprising:
a data network;
a host gaming device interfaced to the data network;
at least one remote player device interfaced to the data network;
a video display device in communication with the remote player device; and
a remote control device in communication with the remote player device,
wherein the remote player device is configured to receive game information provided by the host gaming device and the remote control device is configured to control operation of a game.
122. The system of Claim 121, wherein the video display device is a television.
123. The system of Claim 121, wherein the video display device is a computer.
124. The system of Claim 121, wherein the video display device is a control device.

125. The system of Claim 121, wherein the remote player device is coupled to a cable television system.

126. The system of Claim 121, wherein the data network is, at least in part, the Internet.

127. The system of Claim 121, wherein the data network is, at least in part, the casino intranet.

128. The system of Claim 121, wherein the data network is, at least in part, the hotel intranet.

129. The system of Claim 121, wherein the data network is, at least in part, a wireless network.

130. The system of Claim 121, further comprising:

a central gaming controller configured to create an auditable record of gaming transactions on the host gaming device.

131. The system of Claim 121, further comprising:

a central gaming controller configured to create an auditable record of gaming transactions on each of the plurality of remote player devices.

132. A method of remotely accessing a host gaming device comprising:

establishing a gaming session on the host gaming device from a remote player device through a data network;

receiving gaming related information from the host gaming device through the data network;

presenting gaming related information to a player via a video display device;

receiving at least one control signal generated by a remote control device for controlling the gaming session; and

sending the control signal to the host gaming device through the data network.

133. The method of Claim 132, further comprising:

recording each gaming transaction occurring on the remote player device.